

CHESTERFIELD BASEBALL CLUBS, INC.

PLAYING RULES

YEARLING LEAGUE (ages 9 & 10) (time 1 hr. 30 min.)

The official playing rules, with the exceptions and variations contained in the current year's "Rules & Regulations for Pony Baseball, Inc." and the "CBC Playing Rules" noted below, shall be the "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.

An association may field a Yearling team but must field a Mustang team first. If more than two (2) teams are fielded, the odd team must be Mustang. An association with only one (1) team in this age bracket can apply for an exception (see Commissioner of Baseball rule #9).

1. All players must participate offensively as determined by the batting lineup and must play two (2) defensive innings in the first four (4) innings and must not sit out two (2) consecutive defensive innings in the first four (4) innings. Failure to comply will result in forfeiture of the game (see General Rule #13 for penalties). The team manager may exempt a player from the game for disciplinary reasons if he notifies the opposing manager prior to the start of the game.
2. If a player is removed from the game due to illness, injury or ejection, their position in the batting order is skipped and is not an out (see General Rule #33 if this puts you at less than nine (9) players).
3. An inning shall consist of three (3) players out or a total of five (5) runs scored, whichever comes first. In the sixth (6th) inning you are allowed ten (10) runs. Games will continue through the time limit or six (6) innings even if one team cannot mathematically catch up.
4. Use of metal cleats shall be prohibited.
5. Any pitcher who is found to be in violation of a league pitching rule shall cause the game to be a forfeit. To be considered the pitcher of record, the pitcher must throw one pitch to a batter.
6. Pitchers may be 9 or 10 year olds. Each pitcher may only pitch a total of nine (9) innings per calendar week. Section 10 – Pitching Rules: G & H do not apply.
7. Only three (3) innings per game may be pitched by a combination of 10 year olds. Any inning where a 10 year old or combination of 10 year olds pitch is considered one (1) inning
Example #1 10 year old starts inning #3, is relieved by 9 year old who completes the inning. Inning counted as one (1) inning pitched by 10 year old.
Example #2 10 year old starts inning #3, is relieved by another 10 year old who completes the inning. Inning counted as one (1) inning pitched by 10 year old.
8. Any base runner is out when he does not slide or attempt to get around a defensive player who has the ball and is waiting to make the tag. Any base runner who intentionally runs into a defensive player who has the ball and is waiting to make the tag, shall be ejected from the game.
9. The first time a batter slings or throws a bat, the umpire will give him a warning. The second time and any other times, that player is called out. The batter shall not be ejected from the game. This rule does not apply to those batters, who in the judgment of the umpire, throw the bat in an unsportsmanlike manner (see General Rules, 4, J).

10. Teams may use a substitute runner for the catcher and the pitcher. The last batter out in the inning will be the runner (if no outs, the last batter in the previous inning).

11. On a dropped third (3rd) strike by the catcher, the batter is out.

12. There will be no "Balks" called and no "Infield Fly Rule"

13. If third base is occupied by a runner and the Batter is walked, the Batter can only advance to 1st base. Runners can not advance until play resumes.

14. Runners may steal bases, but shall not leave the base they are occupying at the time of the pitch until the pitched ball has reached or passed the catcher. Once the pitcher has stepped on the rubber with possession of the ball, runners who leave base before the pitched ball reaches or passes the catcher shall be called out and the pitch shall be considered as a dead ball.